

GAME GENIE™

SUPER NES™ CODE UPDATE



- **The 7th Saga™**
- **Aerobiz™**
- **Alien vs Predator™**
- **Battletoads in Battlemaniacs™**
- **Boxing Legends of the Ring™**
- **Cool Spot™**
- **Goof Troop™**
- **Mortal Kombat™ Game**
- **Operation Logic Bomb™**
- **Rock N' Roll Racing™**
- **Secret of Mana™**
- **Super Mario All-Stars™**
- **Super Off Road, The Baja™**
- **Tuff E Nuff™**
- **World Heroes™**
- **Yoshi's Safari™**
- **Zombies Ate My Neighbors™**

THIS COULD BE YOUR LAST ISSUE!

SEE ADDRESS LABEL ON BACK. IF THIS IS YOUR LAST ISSUE, USE ORDER FORM (LAST PAGE) AND CHECK "RENEWAL" BOX!

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Code Symbols

There are many types of codes you can use to change game-play features with Game Genie™. For quick reference, find the symbol for the type of code you want to use on this page. Then turn to the game codes in the listings on the following pages (games appear in alphabetical order) and look for the symbol next to the corresponding codes.



Ammunition



Change Rules



Energy/Food/
Fuel



Expert—Makes
game harder



Extra Continues/
Credits



Handicap—
Gives one player
an advantage or
disadvantage



In-Game Money/
Currency/Points



Infinite Lives



Invincibility/
Protection/
Almost
Invincible



Keep Weapons/
Equipment/
Power-Ups



Lives



Magic



Mega Power



Super Mega
Power (and
sometimes
Infinite Lives)



Mystery/
Weird/ Special/
Defies
Categories



Speed



Super Flying



Super/
Mega Jumping



Timer



Weapons/
Equipment



World, Level and
Stage Warps

GAME GENIE CODE BOOKLET SUPER NES™

Is published by Lewis Galoob Toys, Inc., as a supplement to the codebook. Correspondence should be addressed to:

GAME GENIE
UPDATE/SUPER NES™
P.O. BOX 5941
STACY, MN 55078

All submissions become the property of Lewis Galoob Toys, Inc., and will not be acknowledged or returned.

GAME GENIE CONTACTS

For assistance with operating your Game Genie, or for warranty and service information:

GAME GENIE HELPLINE

1-513-868-8835

NOTE: CODES ARE NOT
AVAILABLE BY PHONE

Or, write to:

Game Genie
Consumer Service
2350 Pleasant Avenue
Hamilton, OH 45015

To report problem codes:

Game Genie
Consumer Service
2350 Pleasant Avenue
Hamilton, OH 45015

Game Genie™ works on many game titles for the Super Nintendo Entertainment System®. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game play features may not be accessible.

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Note: Some codes in some games may be changed by the Game Genie™, so when you return to the Code Screen by pressing Reset, they will be different than when first entered. This is OK. If it happens, you do not have to correct the code, but can restart the game using the modified code.

The 7th Saga™ Game

SAGA

CODE	KEY IN . . .	EFFECT . . .	
1	7417-87AD	Human fighter has 50 HP	
2	1017-87AD	Human fighter has 100 HP	
3	A617-87AD	Human fighter has 200 HP	
4	7416-8FAD	Tetujin™ has 50 HP	
5	1016-8FAD	Tetujin has 100 HP	
6	A616-8FAD	Tetujin has 200 HP	
7	7419-8D0D	Dwarf has 50 HP	
8	1019-8D0D	Dwarf has 100 HP	
9	A619-8D0D	Dwarf has 200 HP	
10	741B-840D	Human mage has 50 HP	
11	101B-840D	Human mage has 100 HP	
12	A61B-840D	Human mage has 200 HP	
13	7411-8DAD	Elf has 50 HP	
14	1011-8DAD	Elf has 100 HP	
15	A611-8DAD	Elf has 200 HP	
16	741C-84AD	Demon has 50 HP	
17	101C-84AD	Demon has 100 HP	
18	A61C-84AD	Demon has 200 HP	
19	7415-8F0D	Alien has 50 HP	
20	1015-8F0D	Alien has 100 HP	
21	A615-8F0D	Alien has 200 HP	
22	F010-8DAD	Human fighter has 20 power	
23	F016-84AD	Tetujin has 20 power	
24	F019-8F0D	Dwarf has 20 power	
25	F01B-870D	Human mage has 20 power	
26	F011-8FAD	Elf has 20 power	
27	F01C-87AD	Demon has 20 power	
28	F015-840D	Alien has 20 power	
29	F310-8D0D	Human fighter has 30 MP	
30	F316-840D	Tetujin has 30 MP	
31	F319-8DAD	Dwarf has 30 MP	
32	F31B-84AD	Human mage has 30 MP	
33	F311-8F0D	Elf has 30 MP	
34	F31C-870D	Demon has 30 MP	
35	F315-8FAD	Alien has 30 MP	
36	F010-8F6D	Human fighter has 20 speed	
37	F016-876D	Tetujin has 20 speed	
38	F019-84DD	Dwarf has 20 speed	
39	F01C-8DDD	Human mage has 20 speed	
40	F011-846D	Elf has 20 speed	
41	F018-8D6D	Demon has 20 speed	
42	F015-87DD	Alien has 20 speed	
43	4ABD-84AD + DFBD-87DD	Start with 297 gold	
44	E0BD-84AD + DFBD-87DD	Start with 62,708 gold	
45	2DBD-84AD + D5BD-87DD	Start with 2000 gold	

46	1B10-	Human fighter starts with Sword of Anger™
47	1A10-870D	Human fighter starts with Sword of Courage™
48	1E10-870D	Human fighter starts with Sword of Fire™
49	1C19-87AD	Dwarf starts with Sword of Nature™
50	1A19-87AD	Dwarf starts with Sword of Courage
51	1E19-87AD	Dwarf starts with Sword of Fire
52	631C-8FAD	Human mage starts with petrified staff
53	6E1C-8FAD	Human mage starts with Rod of Tide™
54	6315-8D0D	Elf starts with petrified staff
55	BF15-8D0D	Elf starts with Staff of Brilliance™
56	1B18-840D	Demon starts with Sword of Anger
57	1218-840D	Demon starts with Sword of Despair™
58	1E18-840D	Demon starts with Sword of Fire

The 7th Saga, Tetujin, Sword of Anger, Sword of Courage, Sword of Fire, Sword of Nature, Rod of Tide, Staff of Brilliance and Sword of Despair are trademarks of Enix/Produce.

Aerobiz™ Game






AERO

CODE KEY IN . . .

EFFECT . . .

1	DDA6-0DFD	In scenario 1, Tokyo starts with \$649,280,000
2	D9A6-0DFD	In scenario 1, Tokyo starts with \$7,202,880,000
3	94A6-0D2D	In scenario 1, Beijing starts with \$420,160,000
4	D9A6-0FFD	In scenario 1, Beijing starts with \$7,393,600,000
5	95A6-0F2D	In scenario 1, Hong Kong starts with \$449,440,000
6	D9A6-04FD	In scenario 1, Hong Kong starts with \$7,453,600,000
7	03A6-042D	In scenario 1, Singapore starts with \$400,640,000
8	D9A6-07FD	In scenario 1, Singapore starts with \$7,353,600,000
9	7CA6-072D	In scenario 1, Sydney starts with \$297,920,000
10	D9AB-0DFD	In scenario 1, Sydney starts with \$7,153,600,000
11	73AB-0D2D	In scenario 1, Delhi starts with \$317,440,000
12	D9AB-0FFD	In scenario 1, Delhi starts with \$7,193,600,000
13	43AB-0F2D	In scenario 1, Tehran starts with \$239,360,000
14	D9AB-04FD	In scenario 1, Tehran starts with \$7,033,600,000
15	7DAB-042D	In scenario 1, Cairo starts with \$249,120,000
16	D9AB-07FD	In scenario 1, Cairo starts with \$7,053,600,000
17	45AB-072D	In scenario 1, Nairobi starts with \$200,320,000
18	D9AC-0DFD	In scenario 1, Nairobi starts with \$6,953,600,000
19	4AAC-0D2D	In scenario 1, Lagos starts with \$229,600,000
20	D9AC-0FFD	In scenario 1, Lagos starts with \$7,013,600,000
21	DDAC-04FD	In scenario 1, Moscow starts with \$289,280,000
22	D9AC-04FD	In scenario 1, Moscow starts with \$6,842,880,000
23	DDAC-07FD	In scenario 1, London starts with \$949,280,000
24	D9AC-07FD	In scenario 1, London starts with \$7,502,880,000
25	DDA8-0DFD	In scenario 1, Paris starts with \$289,280,000
26	D9A8-0DFD	In scenario 1, Paris starts with \$6,842,880,000
27	06A8-0D2D	In scenario 1, Rome starts with \$371,360,000
28	D9A8-0FFD	In scenario 1, Rome starts with \$7,293,600,000
29	DDA8-04FD	In scenario 1, New York starts with \$189,280,000
30	D9A8-04FD	In scenario 1, New York starts with \$6,742,880,000
31	74A8-042D	In scenario 1, Vancouver starts with \$258,880,000
32	D9A8-07FD	In scenario 1, Vancouver starts with \$7,073,600,000
33	DDAA-0DFD	In scenario 1, Los Angeles starts with \$649,280,000
34	D9AA-0DFD	In scenario 1, Los Angeles starts with \$7,202,880,000
35	70AA-0D2D	In scenario 1, Honolulu starts with \$268,640,000



36	D9AA-0FFD	In scenario 1, Honolulu starts with \$7,093,600,000	
37	74AA-0F2D	In scenario 1, Mexico City starts with \$258,880,000	
38	D9AA-04FD	In scenario 1, Mexico City starts with \$7,073,600,000	
39	47AA-042D	In scenario 1, Lima starts with \$180,800,000	
40	D9AA-07FD	In scenario 1, Lima starts with \$6,913,600,000	
41	73AA-072D	In scenario 1, Rio de Janeiro starts with \$317,440,000	
42	D9A2-0DFD	In scenario 1, Rio de Janeiro starts with \$7,193,600,000	
43	4BA2-0D2D	In scenario 1, Buenos Aires starts with \$210,080,000	
44	D9A2-0FFD	In scenario 1, Buenos Aires starts with \$6,973,600,000	
45	DDA2-04FD	In scenario 2, Tokyo starts with \$1,149,280,000	
46	D9A2-04FD	In scenario 2, Tokyo starts with \$7,702,880,000	
47	1FA2-042D	In scenario 2, Beijing starts with \$498,240,000	
48	D9A2-07FD	In scenario 2, Beijing starts with \$7,553,600,000	
49	53A2-072D	In scenario 2, Hong Kong starts with \$649,760,000	
50	D9A3-0DFD	In scenario 2, Hong Kong starts with \$7,853,600,000	
51	18A3-0D2D	In scenario 2, Singapore starts with \$552,160,000	
52	D9A3-0FFD	In scenario 2, Singapore starts with \$7,653,600,000	
53	5FA3-0F2D	In scenario 2, Sydney starts with \$581,440,000	
54	D9A3-04FD	In scenario 2, Sydney starts with \$7,713,600,000	
55	19A3-042D	In scenario 2, Delhi starts with \$517,760,000	
56	D9A3-07FD	In scenario 2, Delhi starts with \$7,593,600,000	
57	7CA3-072D	In scenario 2, Tehran starts with \$297,920,000	
58	D9AE-0DFD	In scenario 2, Tehran starts with \$7,153,600,000	
59	0AAE-0D2D	In scenario 2, Cairo starts with \$390,880,000	
60	D9AE-0FFD	In scenario 2, Cairo starts with \$7,333,600,000	
61	7DAE-0F2D	In scenario 2, Nairobi starts with \$249,120,000	
62	D9AE-04FD	In scenario 2, Nairobi starts with \$7,053,600,000	
63	7CAE-042D	In scenario 2, Lagos starts with \$299,040,000	
64	D9AE-07FD	In scenario 2, Lagos starts with \$7,149,600,000	
65	DDAD-6DFD	In scenario 2, Moscow starts with \$689,280,000	
66	D9AD-6DFD	In scenario 2, Moscow starts with \$7,242,880,000	
67	DDAD-6FFD	In scenario 2, London starts with \$38,560,000	
68	D9AD-6FFD	In scenario 2, London starts with \$6,592,160,000	
69	DDAD-64FD	In scenario 2, Paris starts with \$909,280,000	
70	D9AD-64FD	In scenario 2, Paris starts with \$7,462,880,000	
71	1EAD-642D	In scenario 2, Rome starts with \$571,680,000	
72	D9AD-67FD	In scenario 2, Rome starts with \$7,693,600,000	
73	DDAF-6DFD	In scenario 2, New York starts with \$829,280,000	
74	D9AF-6DFD	In scenario 2, New York starts with \$7,382,880,000	
75	94AF-6D2D	In scenario 2, Vancouver starts with \$420,160,000	
76	D9AF-6FFD	In scenario 2, Vancouver starts with \$7,393,600,000	
77	DDAF-64FD	In scenario 2, Los Angeles starts with \$1,109,280,000	
78	D9AF-64FD	In scenario 2, Los Angeles starts with \$7,662,880,000	
79	0CAF-642D	In scenario 2, Honolulu starts with \$381,120,000	
80	D9AF-67FD	In scenario 2, Honolulu starts with \$7,313,600,000	
81	98AF-672D	In scenario 2, Mexico City starts with \$468,960,000	
82	D9A4-6DFD	In scenario 2, Mexico City starts with \$7,493,600,000	
83	74A4-6D2D	In scenario 2, Lima starts with \$258,880,000	
84	D9A4-6FFD	In scenario 2, Lima starts with \$7,073,600,000	
85	58A4-6F2D	In scenario 2, Rio de Janeiro starts with \$630,240,000	
86	D9A4-64FD	In scenario 2, Rio de Janeiro starts with \$7,813,600,000	
87	01A4-642D	In scenario 2, Buenos Aires starts with \$361,600,000	
88	D9A4-67FD	In scenario 2, Buenos Aires starts with \$7,273,600,000	

THE FOLLOWING ARE ONE-TIME-USE CODES THAT MODIFY ONLY A SAVED GAME (YOU MUST HAVE PREVIOUSLY SAVED A GAME). ALL REQUIRE THE KEY CODE (CODE 89) TO WORK. ENTER THE KEY CODE AND ANY OF THE OTHER CODES DESIRED, LOAD YOUR SAVED GAME, THEN RE-SAVE. THE CODES DON'T NEED TO BE USED ANY MORE. REPEAT WITH CODES AND KEY CODE IF DESIRED.

89 BDE3-D463

KEY CODE—NECESSARY FOR ANY OF THE FOLLOWING CODES TO WORK



Player 1 Codes, Saved Game 1:

- 90 DDDF-FEDD Set money for this saved game to less than \$655,350,000
- 91 D9DF-FEDD Set money for this saved game to over \$327,680,000
- 92 D6DF-FEDD Set money for this saved game to over \$5,242,880,000
- 93 FDDF-FEDD Set money for this saved game to over \$10,485,760,000
- 94 4DDF-FEDD Set money for this saved game to over \$20,971,520,000
- 95 ODDF-FEDD Set money for this saved game to over \$41,943,040,000



Player 2 Codes, Saved Game 1:

- 96 DDD9-FEDD Set money for this saved game to less than \$655,350,000
- 97 D9D9-FEDD Set money for this saved game to over \$327,680,000
- 98 D6D9-FEDD Set money for this saved game to over \$5,242,880,000
- 99 FDD9-FEDD Set money for this saved game to over \$10,485,760,000
- 100 4DD9-FEDD Set money for this saved game to over \$20,971,520,000
- 101 ODD9-FEDD Set money for this saved game to over \$41,943,040,000



Player 3 Codes, Saved Game 1:

- 102 DDD8-FEDD Set money for this saved game to less than \$655,350,000
- 103 D9D8-FEDD Set money for this saved game to over \$327,680,000
- 104 D6D8-FEDD Set money for this saved game to over \$5,242,880,000
- 105 FDD8-FEDD Set money for this saved game to over \$10,485,760,000
- 106 4DD8-FEDD Set money for this saved game to over \$20,971,520,000
- 107 ODD8-FEDD Set money for this saved game to over \$41,943,040,000



Player 4 Codes, Saved Game 1:

- 108 DDD2-FEDD Set money for this saved game to less than \$655,350,000
- 109 D9D2-FEDD Set money for this saved game to over \$327,680,000
- 110 D6D2-FEDD Set money for this saved game to over \$5,242,880,000
- 111 FDD2-FEDD Set money for this saved game to over \$10,485,760,000
- 112 4DD2-FEDD Set money for this saved game to over \$20,971,520,000
- 113 ODD2-FEDD Set money for this saved game to over \$41,943,040,000



Player 1 Codes, Saved Game 2:

- 114 DDFF-FEDD Set money for this saved game to less than \$655,350,000
- 115 D9FF-FEDD Set money for this saved game to over \$327,680,000
- 116 D6FF-FEDD Set money for this saved game to over \$5,242,880,000
- 117 FDFF-FEDD Set money for this saved game to over \$10,485,760,000
- 118 4DFF-FEDD Set money for this saved game to over \$20,971,520,000
- 119 ODFF-FEDD Set money for this saved game to over \$41,943,040,000




Player 2 Codes, Saved Game 2:

- 120 DDF9-FEDD Set money for this saved game to less than \$655,350,000
- 121 D9F9-FEDD Set money for this saved game to over \$327,680,000
- 122 D6F9-FEDD Set money for this saved game to over \$5,242,880,000
- 123 FDF9-FEDD Set money for this saved game to over \$10,485,760,000
- 124 4DF9-FEDD Set money for this saved game to over \$20,971,520,000
- 125 ODF9-FEDD Set money for this saved game to over \$41,943,040,000




Player 3 Codes, Saved Game 2:

- 126 DDFB-FEDD Set money for this saved game to less than \$655,350,000
- 127 D9FB-FEDD Set money for this saved game to over \$327,680,000

128	D6FB-FEDD	Set money for this saved game to over \$5,242,880,000	
129	FDFB-FEDD	Set money for this saved game to over \$10,485,760,000	
130	4DFB-FEDD	Set money for this saved game to over \$20,971,520,000	
131	0DFB-FEDD	Set money for this saved game to over \$41,943,040,000	









Player 4 Codes, Saved Game 2:

132	DDF2-FEDD	Set money for this saved game to less than \$655,350,000	
133	D9F2-FEDD	Set money for this saved game to over \$327,680,000	
134	D6F2-FEDD	Set money for this saved game to over \$5,242,880,000	
135	FDF2-FEDD	Set money for this saved game to over \$10,485,760,000	
136	4DF2-FEDD	Set money for this saved game to over \$20,971,520,000	
137	0DF2-FEDD	Set money for this saved game to over \$41,943,040,000	

Aerobiz is a trademark of Koei Corp.

Alien vs Predator™ Game

ALPRED

CODE	KEY IN . . .	EFFECT . . .	
1	D4EE-A766	Start on level 1-2	
2	D7EE-A766	Start on level 2-1	
3	D0EE-A766	Start on level 3-1	
4	D9EE-A766	Start on level 4-1	
5	D1EE-A766	Start on level 5-1	
6	D5EE-A766	Start on level 5-2	
7	D6EE-A766	Start on level 5-3	
8	DBEE-A766	Start on level 6-1	
9	DCEE-A766	Start on level 6-2	
10	EEB5-6404 + EEB5-64A4	Start with full health bar on Standard level	
11	EEB5-6704 + EEB5-67A4	Start with full health bar on Novice level	
12	EEB6-6D04 + EEB6-6DA4	Start with full health bar on Advanced level	
13	EEB6-6F04 + EEB6-6FA4	Start with full health bar on Expert level	
14	DB8F-AD9D	Start with up to 9 lives on Options screen (selecting downward from 1 goes to 6)	
15	F38F-AD2D	Start with up to 30 continues on Options screen (selecting downward from 0 goes to 3)	
16	C286-A70D	Infinite lives	
17	3CEA-67D8	Infinite continues	
18	C236-0DDD	No damage taken from punches	
19	C238-0FDD	No damage taken from jumping attacks, tail attacks, rushes	
20	DF83-64AF	Disc power-ups give 1 disc instead of 6	
21	D783-64AF	Disc power-ups give 3 discs	
22	DC83-64AF	Disc power-ups give 10 discs	
23	FB83-64AF	Disc power-ups give 25 discs	
24	DF8E-6D6F	Spear power-ups give 1 spear instead of 6	
25	D78E-6D6F	Spear power-ups give 3 spears	
26	DC8E-6D6F	Spear power-ups give 10 spears	
27	FB8E-6D6F	Spear power-ups give 25 spears	
28	EDCA-0DD4	Spear and disc power-ups last until end of level (can't pick up other power-ups)	
29	C282-6FDF	Rhynch™ meat doesn't add to your maximum health	

30	D08A-6F6F	Rhynth meat adds 1/2 as much to maximum health
31	FD8A-6F6F	Rhynth meat adds 2x as much to maximum health
32	4D8A-6F6F	Rhynth meat adds 4x as much to maximum health
33	DD82-67DF	Rhynth meat adds nothing to your current health
34	D082-67DF	Rhynth meat adds half as much to current health
35	FD82-67DF	Rhynth meat adds 2x as much to current health
36	4D82-67DF	Rhynth meat adds 4x as much to current health
37	C28D-A40F	Ptera™ meat doesn't heal
38	1D8D-A7AF	Blue bottles don't heal at all
39	3C8F-A76F	Blue bottles heal 1/2 of your health instead of 1/4
40	DD84-A4DF	Blue bottles heal completely
41	DFB1-A4D7	Light laser can be fired instantly
42	F6B1-A707	Medium laser is fired above 3rd line instead of 2nd
43	D9B5-ADD7	Medium laser can be fired above 1st line
44	DCB1-A4A7	Medium laser can be fired below 1st line—eliminates light laser
45	F6B5-AF07	No damage is taken from using heavy laser
46	DFB5-AD67	Heavy laser can be fired above 2nd line—eliminates medium laser
47	F6B5-AD67	Heavy laser can be fired above 3rd line (without waiting for bar to change color)

Alien vs Predator, Rhynth and Ptera are trademarks of Twentieth Century Fox Film Corporation.

Battletoads in Battlemaniacs™ Game

TOADIAC

CODE	KEY IN . . .	EFFECT . . .
1	DF6D-0D0D	Start with 2 lives
2	D96D-0D0D	Start with 6 lives
3	DB6D-0D0D	Start with 10 lives
4	8986-CF01	Infinite lives—both players—EXCEPT LEVEL 2, DOESN'T WORK ON FALLING
5	8026-CD08	Infinite lives when falling
6	DD6D-04AD	Start with 0 continues
7	D96D-04AD	Start with 5 continues
8	DB6D-04AD	Start with 9 continues



WITH CODES 9 AND 10, YOU MAY CONTINUE WITH VARIOUS NUMBERS OF LIVES

9	C96A-346F	Infinite continues—player 1
10	C96B-34DF	Infinite continues—player 2
11	6D20-34A8	After getting hurt, for a while enemies won't attack and you're invisible
12	8280-4DD9	Take less damage from hits
13	82A7-3FAF	Protection against most strength level 1 hits
14	8982-CFD1	Protection against most strength level 2 hazards

Battletoads in Battlemaniacs is a trademark of Rare Ltd.






Boxing Legends of the Ring™ Game

RING



CODE	KEY IN . . .	EFFECT . . .
1	DF8D-CDA7	Each round is 1 minute
2	D48D-CDA7	Each round is 2 minutes



FOR CODES 3 THRU 5, IGNORE GAME TIMER

3	D08D-CDA7	Each round is 4 minutes	
4	D98D-CDA7	Each round is 5 minutes	
5	D18D-CDA7	Each round is 6 minutes	
6	C2BA-A7A7	Infinite time per round (must get knockout)— MAY HAVE TO TURN OFF EFFECTS UNTIL AFTER RING ANNOUNCEMENTS	
7	338F-C7A4	Start on round 5	
8	A38F-C7A4	Start on round 12	
9	DD87-C4D4	Both fighters start with no super punches	
10	D487-C4D4	Both fighters start with 2 super punches	
11	D787-C4D4	Both fighters start with 3 super punches	
12	C26D-3F05	Infinite super punches for player 1	
13	C260-C4A9	Infinite super punches for player 2 or computer	










FOR CODES 14 THRU 21, IGNORE PUNCH METER GRAPHICS

14	6DEE-CF4E	Create a stronger left jab	
15	6DEE-CFCE	Create a stronger left hook body	
16	6DEE-C44E	Create a stronger left hook head	
17	6DEE-C4CE	Create a stronger left uppercut	
18	6DEE-C74E	Create a stronger right cross body	
19	6DEE-C7CE	Create a stronger right cross head	
20	6DED-3D4E	Create a stronger right uppercut	
21	DD2B-17D9 + C229-C4D9	Infinite strength beads	

Boxing Legends of the Ring is a trademark of Electro Brain Corp.

Cool Spot™ Game


COOL

CODE	KEY IN . . .	EFFECT . . .	
1	402C-D7D1	Infinite lives	
2	DF28-D404	Start with 1 life	
3	D128-D404	Start with 6 lives	
4	DB28-D404	Start with 9 lives	
5	FE89-DF69	Less invincibility time	
6	EE89-DF69	More invincibility time	
7	D98C-0D05	5 seconds picked up	
8	7A8C-0D05	1 minute picked up	
9	FD89-07D5	16% picked up from '7up'	
10	DD26-D4D9	Be able to free fellow spot right away	

Cool Spot is a trademark of Dr. Pepper/7-Up Corporation.

Goof Troop™ Game

GOOF

CODE	KEY IN . . .	EFFECT . . .	
1	D0C0-3FA8 + B3C9-3DD8	4 hearts give you a life	
2	D4C0-3FA8 + B3C9-3DD8	2 hearts give you a life	
3	D4A8-4762	2 hearts from cherries	
4	D0A8-47A2	4 hearts from bananas	
5	DFA8-47A2	1 heart from bananas	

6	C96F-3F6C	Infinite lives
7	DBCD-146D	Start with 9 lives
8	D1CD-146D	Start with 6 lives
9	DFCD-146D	Start with 1 life
10	D46F-C70E + E264-C70E	Goofy™ has quicker left-right movement
11	D46E-170E + E26D-C70E	Max™ has quicker left-right movement

Goof Troop, Goofy and Max are trademarks of Disney.



Mortal Kombat™ Game

MK

CODE	KEY IN . . .	EFFECT . . .
1	C9B2-17AF	Infinite time
2	D466-3D04	Each round is 199 seconds (time counts down twice)
3	BF66-3DD4 + DD66-3D04	Each round is 90 seconds
4	6F66-3DD4 + DD66-3D04	Each round is 80 seconds
5	5F66-3DD4 + DD66-3D04	Each round is 70 seconds
6	1F66-3DD4 + DD66-3D04	Each round is 60 seconds
7	9F66-3DD4 + DD66-3D04	Each round is 50 seconds
8	0F66-3DD4 + DD66-3D04	Each round is 40 seconds
9	7F66-3DD4 + DD66-3D04	Each round is 30 seconds
10	4F66-3DD4 + DD66-3D04	Each round is 20 seconds
11	FF66-3DD4 + DD66-3D04	Each round is 10 seconds
12	DD6A-47AF	Always fight in the the Courtyard™



WITH CODES 13 THRU 18, SWITCH OFF EFFECTS AFTER ROUNDS START, THEN SWITCH BACK ON AFTER ROUNDS END







13	CB6A-44AF + DF6A-47DF	After 1st match, almost always fight at the Palace Gates™
14	CB6A-44AF + D46A-47DF	After 1st match, almost always fight in the Warrior Shrine™
15	CB6A-44AF + D76A-47DF	After 1st match, almost always fight in the Pit™
16	CB6A-44AF + D06A-47DF	After 1st match, almost always fight in the Throne Room™
17	CB6A-44AF + D96A-47DF	After 1st match, almost always fight in Goro's Lair™
18	CB6A-44AF + D16A-47DF	After 1st match, almost always fight in the bottom of the pit (screen says Goro's Lair)



FOR CODES 19 THRU 26, SWITCH OFF EFFECTS WHEN YOU'RE SUPPOSED TO BE FIGHTING SHANG TSUNG™

19	CBBA-394F + DDBA-391F	Almost always fight Johnny Cage™
20	CBBA-394F + DFBA-391F	Almost always fight Kano™
21	CBBA-394F + D4BA-391F	Almost always fight Rayden™
22	CBBA-394F + D7BA-391F	Almost always fight Liu Kang™
23	CBBA-394F + D0BA-391F	Almost always fight Scorpion™
24	CBBA-394F + D9BA-391F	Almost always fight Sub-Zero™





25	CBBA-394F + D1BA-391F	Almost always fight Sonya Blade™	
26	CBBA-394F + D5BA-391F	Almost always fight Goro™—DON'T USE KANO'S OR JOHNNY CAGE'S FINISHING MOVE ON GORO	
27	DF61-14DD	Start on Match 2	
28	D461-14DD	Start on Match 3	
29	D761-14DD	Start on Match 4	
30	D061-14DD	Start on Match 5	
31	D961-14DD	Start on Match 6	
32	D161-14DD	Start on Mirror Match™	
33	D561-14DD	Start on Endurance 1 match	
34	D661-14DD	Start on Endurance 2 match	
35	DB61-14DD	Start on Endurance 3 match	
36	DC61-14DD	Start on match with Goro	
37	D861-14DD	Start on match with Shang Tsung	
38	6DB8-3D67	Always get Flawless Victory™ bonus	
39	DDBC-370F	First strike of any kind wins round	
40	DDBF-1FA4	All strikes do minimal damage (all equal to 1 hit point)—2-PLAYER GAME ONLY, DON'T CHOOSE HANDICAP FOR EITHER PLAYER	




FOR CODE 41, GO TO OPTIONS SCREEN, MOVE PLAYER 1'S HANDICAP BAR ALL THE WAY TO THE RIGHT (11 TIMES). PLAYER 1 WILL NOW ONLY TAKE 1 HIT POINT FOR EACH STRIKE

41	D881-404F	Can make player 1 nearly invincible in 2-player game	
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FOR CODES 42 THRU 123, SUBSTITUTE "DD" FOR FIRST 2 CHARACTERS OF CODE TO DO NO DAMAGE. SUBSTITUTE "EE" FOR FIRST 2 CHARACTERS TO WIN ROUND WITH ONE MOVE.

42	56B9-4DAD	All throws do more damage	
43	F320-1914	Kano's High Punch does more damage	
44	F320-15C4	Kano's Low Punch does more damage	
45	0626-1514	Kano's High Kick does more damage	
46	062B-19C4	Kano's Low Kick does more damage	
47	0621-1044	Kano's Head Blow does more damage	
48	0629-1934	Kano's Knee does more damage	
49	7A26-1944	Kano's Crouched Kick does more damage	
50	5625-1134	Kano's Uppercut does more damage	
51	1D27-1544	Kano's Roundhouse Kick does more damage	
52	7A25-10C4	Kano's Foot Sweep™ does more damage	
53	082C-1144	Kano's Flying Punch™ does more damage	
54	0824-11C4	Kano's Knife does more damage—ONLY AT CLOSE DISTANCE	
55	F32C-4944	Johnny Cage's High Punch does more damage	
56	F32C-4514	Johnny Cage's Low Punch does more damage	
57	062B-40C4	Johnny Cage's High Kick does more damage	
58	042B-4134	Johnny Cage's Low Kick does more damage	
59	7A2A-4144	Johnny Cage's Head Blow does more damage	

60	0622-4014	Johnny Cage's Knee does more damage	
61	F628-4534	Johnny Cage's Crouched Kick does more damage	
62	5622-41C4	Johnny Cage's Uppercut does more damage	
63	1D26-4114	Johnny Cage's Roundhouse Kick does more damage	
64	7A28-49C4	Johnny Cage's Foot Sweep does more damage	
65	0826-4044	Johnny Cage's Flying Punch does more damage	
66	9C20-41C4	Johnny Cage's Shadow Kick™ does more damage	
67	0821-4914	Johnny Cage's Fireball does more damage—ONLY AT CLOSE DISTANCE	
68	1129-4544	Johnny Cage's Split Punch™ does more damage	
69	F323-C034	Liu Kang's High Punch does more damage	
70	F323-C544	Liu Kang's Low Punch does more damage	
71	0624-30C4	Liu Kang's High Kick does more damage	
72	0624-3134	Liu Kang's Low Kick does more damage	
73	7A28-C534	Liu Kang's Head Blow does more damage	
74	062E-C914	Liu Kang's Knee does more damage	
75	7A2F-3114	Liu Kang's Crouched Kick does more damage	
76	562F-3044	Liu Kang's Uppercut does more damage	
77	1D22-C1C4	Liu Kang's Roundhouse Kick does more damage	
78	7A2D-3934	Liu Kang's Foot Sweep does more damage	
79	0827-3514	Liu Kang's Flying Punch does more damage	
80	9C28-C9C4	Liu Kang's Special Flying Kick does more damage	
81	082A-C144	Liu Kang's Fireball does more damage—ONLY AT CLOSE DISTANCE	
82	F32F-393F	Sonya Blade's High Punch does more damage	
83	F324-304F	Sonya Blade's Low Punch does more damage	
84	9023-C01F	Sonya Blade's High Kick does more damage	
85	9F23-C1CF	Sonya Blade's Low Kick does more damage	
86	7A2E-C03F	Sonya Blade's Head Blow does more damage	
87	062E-C54F	Sonya Blade's Knee does more damage	
88	7A2D-35CF	Sonya Blade's Crouched Kick does more damage	
89	5624-311F	Sonya Blade's Uppercut does more damage	
90	1122-C14F	Sonya Blade's Roundhouse Kick does more damage	
91	7A2A-C53F	Sonya Blade's Foot Sweep does more damage	
92	0827-313F	Sonya Blade's Flying Punch does more damage	
93	5620-17A7	Sonya Blade's Leg Grab does more damage	
94	0822-C13F	Sonya Blade's Sonic Rings™ does more damage—ONLY AT CLOSE DISTANCE	
95	0827-313F	Sonya Blade's Special Flying Kick does more damage	
96	F324-C914	Rayden's High Punch does more damage	
97	F327-C934	Rayden's Low Punch does more damage	
98	092F-C034	Rayden's High Kick does more damage	
99	042F-C544	Rayden's Low Kick does more damage	
100	7A29-C0C4	Rayden's Head Blow does more damage	
101	0629-C134	Rayden's Knee does more damage	
102	F620-C114	Rayden's Crouched Kick does more damage	
103	5621-C944	Rayden's Uppercut does more damage	
104	9C2D-C1C4	Rayden's Roundhouse Kick does more damage	
105	7A20-C044	Rayden's Foot Sweep does more damage	
106	082D-C014	Rayden's Flying Punch does more damage	
107	9C22-1514	Rayden's Flying Thunderbolt™ does more damage	
108	0823-19C4	Rayden's Lightning does more damage—ONLY AT CLOSE DISTANCE	






109	F328-3934	Scorpion's, Sub-Zero's and Reptile's High Punch do more damage	
110	F32A-3044	Scorpion's, Sub-Zero's and Reptile's Low Punch do more damage	
111	062E-39C4	Scorpion's, Sub-Zero's and Reptile's High Kick do more damage	
112	062E-3534	Scorpion's, Sub-Zero's and Reptile's Low Kick do more damage	
113	7A22-30C4	Scorpion's, Sub-Zero's and Reptile's Head Blow do more damage	
114	062A-3114	Scorpion's, Sub-Zero's and Reptile's Knee do more damage	
115	F62F-41C7	Scorpion's, Sub-Zero's and Reptile's Crouched Kick do more damage	
116	562C-35C4	Scorpion's, Sub-Zero's and Reptile's Uppercut do more damage	
117	1D2F-4017	Scorpion's, Sub-Zero's and Reptile's Roundhouse Kick do more damage	
118	7A2D-4147	Scorpion's, Sub-Zero's and Reptile's Foot Sweep do more damage	
119	0823-3944	Scorpion's, Sub-Zero's and Reptile's Flying Punch do more damage	
120	462C-3914	Sub-Zero's and Reptile's Deep Freeze™ do damage	
121	4525-3144	Sub-Zero's and Reptile's Slide do more damage	
122	F626-31C4	Scorpion's and Reptile's Harpoon™ do more damage	
123	0823-3944	Scorpion's and Reptile's Scorpion Split do more damage	

Mortal Kombat, The Courtyard, Palace Gates, Warrior Shrine, The Pit, Throne Room, Goro's Lair, Johnny Cage, Kano, Rayden, Liu Kang, Scorpion, Sub-Zero, Sonya Blade, Goro, Flawless Victory, Shang Tsung, Mirror Match, Reptile, Shadow Kick, Split Punch, Foot Sweep, Flying Punch, Flying Kick, Sonic Rings, Flying Thunderbolt, Harpoon and Scorpion Split are trademarks of Midway Manufacturing Company. Super NES is a trademark of Nintendo of America Inc.

Operation Logic Bomb™ Game

LOG

CODE KEY IN . . .

1	33C6-C704	Take minimal damage	
2	C2B5-4DD0	Infinite energy	
3	DFB4-1FD4	1 continue	
4	D1B4-1FD4	6 continues	
5	DBB4-1FD4	9 continues	
6	D7BD-1D64 + 4DBE-4DD4 + 40BD-1FD4	Start game with tracking missiles	
7	D0BD-1D64 + 4DBE-4DD4 + 40BD-1FD4	Start game with reflecting laser	
8	D9BD-1D64 + 4DBE-4DD4 + 40BD-1FD4	Start game with flame thrower	
9	DFBF-1FD4 + BABF-14D4 + BABF-14A4	Start game with hologram weapon	
10	D4BF-1FD4 + BABF-14D4 + BABF-14A4	Start game with directional mines	
11	E2B2-1F00 + D4BA-1700	Faster left-to-right movement	
12	E2BD-CFA0 + D4B3-1FA0	Faster up-and-down movement	
13	1DB2-44D9	Reflecting laser fire	

14 EEB2-44D9

travels longer
Reflecting laser fire
travels a lot longer



Operation Logic Bomb is a trademark of Jaleco USA, Inc.

Rock N' Roll Racing™ Game

ROCK

CODE	KEY IN . . .	EFFECT . . .
1	D9CF-CDD5	Start with \$50,000
2	FDCF-CDD5	Start with \$100,000
3	9DCF-CDD5	Start with \$500,000
4	BBCF-CDD5	Start with \$990,000
5	D9CF-CD05	Start with \$5,020,000
6	C28C-CF69 + C28B-C4A9	Buy items for free if you have enough money
7	BACB-C465	No points needed to advance to any level
8	C2BF-476F	Infinite forward weapons
9	C2BF-1FA4	Infinite power charges
10	3CE5-CD67	No damage from hitting other cars
11	DD26-34D7	No damage from most mines
12	D126-34D7	More damage from mines
13	DD36-4F0D	Red Cross packages worth nothing
14	FD36-4F0D	Red Cross packages can blow up



Rock N' Roll Racing is a trademark of Interplay Productions, Inc.

Secret of Mana™ Game

MAN

CODE	KEY IN . . .	EFFECT . . .
1	EE28-EDAF	Start new game with 255 GP
2	6D28-EFDF	Start new game with 32,768 GP
3	EE28-EFDF	Start new game with 65,280 GP
4	6F09-8707	Start new game at Level 16



FOR CODES 5 THRU 9, YOU CAN'T SAVE THE HIGHER LEVEL ATTRIBUTES

5	9C06-81AD	Strength for level 16 is 90
6	9C06-85DD	Agility for level 16 is 90
7	9C06-850D	Constitution for level 16 is 90
8	9C06-856D	Intelligence for level 16 is 90
9	9C06-85AD	Wisdom for level 16 is 90
10	EE6B-8738	Chest in elder's basement in Potos™ gives you 65360 GP
11	C274-8764 + C277-8DA4	Staying at the inn in Potos is free if you have enough money
12	CE5F-5767	Items in the shop at Potos are free if you have enough money
13	DDEB-E544	Candy costs nothing
14	DDE3-E044	Overalls costs nothing



- | | | |
|----|-----------------------|--|
| 15 | DDE8-E9C4 | Bandanna costs nothing |
| 16 | DDEC-E9C4 | Cup of wishes costs nothing |
| 17 | DDEC-E944 | Medical herb costs nothing |
| 18 | DDE7-7047 | Wristband costs nothing |
| 19 | DDE8-E144 | Hair ribbon costs nothing |
| 20 | DDE8-E1C4 | Rabite cap costs nothing |
| 21 | DDEC-E0C4 + DDEC-E034 | Faerie walnut costs nothing |
| 22 | DDEC-E044 | Royal jam costs nothing |
| 23 | DDEB-E5C4 | Chocolate costs nothing |
| 24 | DDAB-E715 | Staying at Neko's™ costs nothing instead of 30 |
| 26 | 8208-776D | Protection from most hits—SWITCH OFF TO KILL ENEMIES |

Secret of Mana, Potos and Neko are trademarks of Square Co., Ltd.

Super Mario All-Stars™ Game

"FILE A" codes affect only the game stored in FILE A.

ALL

CODE KEY IN . . . EFFECT . . .

Super Mario Bros.™ Game Codes

- | | | |
|----|-----------------------------------|--|
| 1 | DFDF-FAAD | Start FILE A game with 2 lives |
| 2 | DBDF-FAAD | Start FILE A game with 10 lives |
| 3 | 7FDF-FAAD | Start FILE A game with 50 lives |
| 4 | 17DF-FAAD | Start FILE A game with 100 lives |
| 5 | C2C1-D4AA | Infinite lives |
| 6 | 6D84-DF03 | Infinite time |
| 7 | C26B-0FBF | 1-up worth nothing |
| 8 | D5DF-FADD | Allows you to select any world for FILE A |
| 9 | CB81-0D02 + E281-0D62 + 3C81-0DA2 | Jump lower—SWITCH OFF EFFECTS IF YOU GET STUCK |
| 10 | CB81-0D02 + EC81-0D62 + 3C81-0DA2 | Super jump |
| 11 | CB81-0D02 + E681-0D62 + 3C81-0DA2 | Mega-jump |
| 12 | D62F-6DAE | Invincibility does not last as long |

13 9D2F-6DAE Invincibility lasts longer

The Lost Levels™ Game Codes

- | | | |
|---|-----------------------|--|
| 1 | DFDF-FEDD | Start FILE A game with 2 lives |
| 2 | DBDF-FEDD | Start FILE A game with 10 lives |
| 3 | 7FDF-FEDD | Start FILE A game with 50 lives |
| 4 | 17DF-FEDD | Start FILE A game with 100 lives |
| 5 | C2B6-A455 | Infinite lives |
| 6 | 6D82-0F79 | Infinite time |
| 7 | DADF-F30D + D7DF-F36D | Allows you to select any world or level for FILE A |



Super Mario Bros. 2™ Game Codes

1	DF61-05D0	1 life after continue
2	DB61-05D0	9 lives after continue
3	FB61-05D0	25 lives after continue
4	7461-05D0	50 lives after continue
5	1761-05D0	99 lives after continue
6	C26E-D5A6	Infinite lives
7	DF6B-A9A1	Continue with 3 hearts instead of 2
8	D46B-A9A1	Continue with 4 hearts
9	DD32-6966	Never lose hearts
10	7A60-A966	Jumping in place charges super jump
11	D1D4-FA0D	Allows you to select any world for FILE A



Super Mario Bros. 3™ Game

1	DDAF-A8A3	Fly at any time (run meter always full)
2	EEA4-AB63	You can fly for as long as you want, until you land
3	E1A3-D60A	Start and continue as Big Mario™
4	CB69-AC07 + DF69-AC67	Change to Big Mario whenever you go to the map
5	CB69-AC07 + D469-AC67	Change to Fire Mario™ whenever you go to the map
6	CB69-AC07 + D769-AC67	Change to Raccoon Mario™ whenever you go to the map
7	CB69-AC07 + D069-AC67	Change to Frog Mario™ whenever you go to the map
8	CB69-AC07 + D969-AC67	Change to Tanooki Mario™ whenever you go to the map
9	CB69-AC07 + D169-AC67	Change to Sledgehammer Mario™ when you go to the map
10	D0A1-6C0A + E1A3-D60A	All power-ups turn you into Shoe Mario™ —MAY CAUSE SOME GRAPHICS TO MESS UP





WITH CODES 11 THRU 16, YOU STILL LOSE A LIFE FROM THE COLLISION, THEN YOU'RE INVINCIBLE EXCEPT FROM FALLS

11	D4A8-6CAA	Collisions turn you into Big Mario
12	D7A8-6CAA	Collisions turn you into Fire Mario
13	D0A8-6CAA	Collisions turn you into Raccoon Mario—can make him get "tangled" in collisions—turn off effects to get loose
14	D9A8-6CAA	Collisions turn you into Frog Mario
15	D1A8-6CAA	Collisions turn you into Tanooki Mario
16	D5A8-6CAA	Collisions turn you into Sledgehammer Mario
17	C23B-680D	After getting star, invincible until end of level—MAY HAVE TO TURN OFF EFFECTS TO JUMP UP
17	DFBB-DBAF	1 life after continue
18	DBBB-DBAF	10 lives after continue
19	FBBB-DBAF	26 lives after continue
20	74BB-DBAF	51 lives after continue
21	17BB-DBAF	100 lives after continue




- | | | | |
|----|-----------|---|---|
| 22 | 82BB-0C6D | Infinite lives |  |
| 23 | D93E-6C49 | Gain lots of lives with each 5 coins (up to 99 lives) |  |

FOR CODES 24 THRU 27, YOU MUST FIRST GET AT LEAST 100 COINS

- | | | | |
|----|-----------|--|---|
| 24 | D93E-6819 | You only need 5 coins for a free extra life |  |
| 25 | DC3E-6819 | You only need 10 coins for a free extra life | |
| 26 | FB3E-6819 | You only need 25 coins for a free extra life | |
| 27 | 743E-6819 | You only need 50 coins for a free extra life | |
| 28 | AD3E-6801 | Power jump |  |
| 29 | 863E-6801 | Super jump | |
| 30 | 8D3E-6801 | Mega-jump |  |
| 31 | C63E-6801 | Ultra power jump | |
| 32 | DDA9-A603 | Skywalking (stay up until you release jump button) |  |

- | | | | |
|----|-----------|---------------|---|
| 33 | 6D3D-6619 | Infinite time |  |
|----|-----------|---------------|---|





- | | | | |
|----|-----------|--|---|
| 34 | D5D4-F36D | Select any world for FILE A game—DOESN'T WORK ON WORLD 8 |  |
|----|-----------|--|---|

Mario All-Stars, Super Mario Bros., The Lost Levels, Super Mario Bros. 3, Big Mario, Fire Mario, Raccoon Mario, Frog Mario, Tanooki Mario, Sledgehammer Mario, Shoe Mario are trademarks of Nintendo of America Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

Super Off Road, The Baja™ Game



BAJA



- | CODE | KEY IN ... | EFFECT ... | |
|------|------------|--|---|
| 1 | 3CA0-CD6F | Infinite nitros |  |
| 2 | DBB6-1FDF | \$9,000 for brakes | |
| 3 | D4B6-1FDF | \$2,000 for brakes | |
| 4 | DBB6-1F6F | \$9,000 for tires | |
| 5 | D4B6-1F6F | \$2,000 for tires |  |
| 6 | D4B6-14DF | \$2,000 for shocks | |
| 7 | DBB6-14DF | \$9,000 for shocks | |
| 8 | D4B6-146F | \$2,000 for lights | |
| 9 | DBB6-146F | \$9,000 for lights |  |
| 10 | D4B6-17DF | \$2,000 for engine | |
| 11 | D0B6-17DF | \$4,000 for engine | |
| 12 | C283-34D7 | Indestructible engine | |
| 13 | C28A-3D67 | Indestructible shocks |  |
| 14 | C28C-3DD7 | Indestructible tires | |
| 15 | 1D81-37D7 | Vehicle can take only about 60% damage | |
| 16 | 7D81-37D7 | Vehicle can take only about 35% damage | |

Super Off Road, The Baja is a trademark of Tradewest, Inc.


Tuff E Nuff™ Game

TUFF




- | CODE | KEY IN ... | EFFECT ... | |
|------|------------|--|---|
| 1 | 6D65-14D4 | Each round is 80 seconds |  |
| 2 | 1D65-14D4 | Each round is 60 seconds | |
| 3 | 0D65-14D4 | Each round is 40 seconds | |
| 4 | 4D65-14D4 | Each round is 20 seconds | |
| 5 | DDAE-CDA5 | Allows you to select same player vs. same player in a 1-player vs. 2-player game (must select 2nd player using right button, not left) |  |

- | | | | |
|---|-----------|--|---|
| 6 | EEA3-C7A1 | Allows you to select any character in a vs. computer game. |  |
| 7 | F1CE-1FD9 | Start with 1/4 health—player 1 only | |
| 8 | 4ACE-1FD9 | Start with 1/2 health—player 1 only |  |
| 9 | 04CE-1FD9 | Start with 3/4 health—player 1 only | |

USE CODES 10 THRU 18 FOR PRACTICE ONLY. YOU GO BACK TO THE LEVEL 1 AFTER COMPLETING THE SELECTED LEVEL. ALSO, IGNORE LEVEL INDICATION

- | | | | |
|----|-----------|---------------------------|---|
| 10 | D066-446F | Play stage 2 in story | |
| 11 | D166-446F | Play stage 3 in story | |
| 12 | D666-446F | Play stage 4 in story | |
| 13 | DC66-446F | Play stage 5 in story | |
| 14 | DA66-446F | Play stage 6 in story | |
| 15 | D366-446F | Play stage 7 in story | |
| 16 | FD66-446F | Play stage 8 in story | |
| 17 | F466-446F | Play stage 9 in story | |
| 18 | F066-446F | Play final stage in story |  |

FOR CODES 19 THRU 41, SUBSTITUTE "DD" FOR THE 1ST 2 CHARACTERS OF THE CODE TO DO NO DAMAGE—MAY NOT WORK RIGHT IN ALL CASES. SUBSTITUTE "55" TO WIN WITH ONE HIT—MAY NOT WORK RIGHT IN ALL CASES. FOR "NO DAMAGE" CODES, A FIGHTER MAY TAKE DAMAGE IF HE BLOCKS







- | | | | |
|----|-----------|--|---|
| 19 | F62E-46F3 | Syoh™ and Zazi™'s High Fist Thrust™ does more damage | |
| 20 | 4024-3BF3 | Syoh and Zazi's Sliding Heel Kick™ does more damage |  |
| 21 | 402F-16FE | Syoh and Zazi's Big Head Thrust Punch™ does more damage—from close up only | |
| 22 | DD2F-16FE | Syoh and Zazi's Big Head Thrust Punch does no damage |  |
| 23 | 4020-CCBE | Syoh and Zazi's Flying Side Kick™ does more damage—from close up only | |
| 24 | 4030-1B9A | Syoh and Zazi's Ball of Energy™ does more damage |  |
| 25 | 4C2E-1B2E | Syoh and Zazi's Palm Hit Drop™ does more damage | |
| 26 | 403D-3CFA | Zazi's Blue Thunder Punch™ and Syoh's Dragon Blade™ does more damage | |
| 27 | F322-3617 | Kotono™'s Straight Line Slash™ does more damage | |
| 28 | F623-CC17 | Kotono's Sweeping Knee Kick™ does more damage | |
| 29 | F339-3614 | Kotono's Flying Swallow Double Drop™ does more damage | |
| 30 | F624-3C37 | Kotono's Flying Side Kick does more damage | |
| 31 | F332-3B44 | Kotono's Flying Swallow Point Break™ does more damage |  |
| 32 | F33E-1C3F | Kotono's Drawn Sword Mist Slash™ does more damage | |
| 33 | F633-3B14 | Kotono's Double Edge™ does more damage | |
| 34 | 403B-364F | Kotono's Special Kick does more damage | |
| 35 | 4C3B-4BC9 | Vortz™'s Middle Kick does more damage | |
| 36 | F630-4B49 | Vortz's Low Kick does more damage | |
| 37 | 4C3C-3830 | Vortz's Low Aerial Drop Kick™ does more damage | |
| 38 | 4031-CB10 | Vortz's Big Double Sledge Hammer™ does more damage | |

- 39 F33D-3C30 Vortz's Diving Knee Pad™ does more damage
 40 4C3B-CB30 Vortz's Diving Elbow™ does more damage
 41 4C30-18C9 Vortz's Lightning Tackle™ does more damage

Tuff E Nuff, Syoh, Zazi, Kotono, Vortz, High Fist Thrust, Sliding Heel Kick, Big Head Thrust Punch, Flying Side Kick, Ball of Energy, Palm Hit Drop, Thunder Punch, Dragon Blade, Straight Line Slash, Sweeping Knee Kick, Flying Swallow Double Drop, Flying Swallow Point Break, Drawn Sword Mist Slash, Double Edge, Low Aerial Drop Kick, Big Double Sledge Hammer, Diving Knee Pad, Diving Elbow and Lightning Tackle are trademarks of Jaleco USA, Inc.

World Heroes™ Game







WORLD

- | CODE | KEY IN . . . | EFFECT . . . | |
|------|-----------------------|---|---|
| 1 | D509-8F04 | Player 2 wins a draw |  |
| 2 | D409-8F04 | Player 1 wins a draw | |
| 3 | 4008-8FAF | Infinite energy—player 1 |  |
| 4 | CD07-84AF | Slow timer down by half | |
| 5 | 5349-87D4 | Player 1 starts with more energy | |
| 6 | 7D49-87D4 | Player 1 starts with 1/2 energy | |
| 7 | DF49-87D4 | Player 1 starts with very little energy |  |
| 8 | 534A-8F64 | Player 2/CPU starts with more energy | |
| 9 | 7D4A-8F64 | Player 2/CPU starts with half energy | |
| 10 | DF4A-8F64 | Player 2/CPU starts with very little energy | |
| 11 | 7B86-84A4 | Player 1 always wins |  |
| 12 | FB0C-7D64 + DD0B-77A4 | 4 hits to win round for either player | |
| 13 | 7F0C-7D64 + DD0B-77A4 | 2 hits to win round for either player |  |
| 14 | 1F0C-7D64 + DD0B-77A4 | 1 hit to win (sudden death)—either player) |  |

World Heroes is a trademark of SNK & ADK.

Yoshi's Safari™ Game

WITH CODES 1 THRU 4, IF YOU DIE AT BOSS STAGE YOU WILL GET 2 MIN.

- | | | | |
|----|-----------------------|---------------------------------------|---|
| 1 | DFC9-4F82 | 1 minute for stage 1 instead of 4 | |
| 2 | DBC9-4F82 | 9 minutes for stage 1 | |
| 3 | DFC9-4472 | 1 minute for stage 2 instead of 4 |  |
| 4 | DBC9-4472 | 9 minutes for stage 2 | |
| 5 | C2E9-47DE | Infinite time | |
| 6 | DF6B-1D60 + DF26-15DF | Lose power more quickly |  |
| 7 | D96B-1D00 + D926-11AF | Lose power more slowly | |
| 8 | DF6C-1460 + DF2B-156F | Gain power more quickly |  |
| 9 | 4D6C-1400 + 4D2B-150F | Gain power more slowly |  |
| 10 | DD6B-1D00 + DD26-11AF | Infinite power |  |
| 11 | DBEF-1D6E | 1-up with every coin after you get 10 |  |

WITH CODES 12 AND 13, AFTER 30 YOU START WITH 10

- | | | |
|----|-----------|---------------------------------------|
| 12 | F3EF-1D6E | 1-up with every coin after you get 30 |
| 13 | 14EF-1D6E | 1-up with every coin after you get 99 |
| 14 | DD67-1D50 | Start with 1 life |
| 15 | D067-1D50 | Start with 5 lives |
| 16 | DB67-1D50 | Start with 10 lives |
| 17 | C228-376D | Infinite lives |



- 18 C221-116D + C283-4FAE Almost infinite health

- 19 C28F-3D02 Don't lose coins when you miss a jump

Yoshi's Safari is a trademark of Nintendo of America Inc.

Zombies Ate My Neighbors™ Game

ZOMB

- | CODE | KEY IN . . . | EFFECT . . . |
|------|--------------|---------------------|
| 1 | DB66-4DD4 | Start with 10 lives |
| 2 | D166-4DD4 | Start with 7 lives |
| 3 | DD66-4DD4 | Start with 1 life |
| 4 | 82AA-CF07 | Infinite lives |



USE CODES 5 THRU 8 WITH CODES 9 THRU 20 TO START WITH THE NUMBER IN CODES 5 THRU 8 OF THE ITEM IN CODES 9 THRU 20

- | | | |
|---|-----------|-----------------------------------|
| 5 | DD6B-4DA4 | Start with 50 shots in squirtgun |
| 6 | DD6B-4D64 | Start with 100 shots in squirtgun |
| 7 | D96B-4DA4 | Start with 550 shots in squirtgun |
| 8 | DB6B-4DA4 | Start with 950 shots in squirtgun |



FOR CODES 9 THRU 20, PRESS B OR Y TO GET THE SELECTED ITEM. START WITH FIRST AID KIT

- | | | |
|----|-----------|--|
| 9 | 266B-4704 | Start with soda pop cans Instead of squirtguns |
| 10 | 216B-4704 | Start with bazookas |
| 11 | 2C6B-4704 | Start with tomatoes |
| 12 | A36B-4704 | Start with fire extinguishers |
| 13 | 2A6B-4704 | Start with ice pops |
| 14 | 236B-4704 | Start with "peppers" |
| 15 | 2D6B-4704 | Start with martian bubble guns |
| 16 | 246B-4704 | Start with weed-eaters |
| 17 | 206B-4704 | Start with ancient artifacts |
| 18 | 3D6B-4704 | Start with plates |
| 19 | 346B-4704 | Start with silverware |
| 20 | 306B-4704 | Start with footballs |
| 21 | DD30-1FA7 | Infinite weapons |
| 22 | DB6B-4F04 | Start with 9 first aid kits instead of 1 |



FOR CODES 23 THRU 29, PRESS B OR Y TO GET THE SELECTED ITEM

- | | | |
|----|-----------|---|
| 23 | D36C-4DD4 | Start with speed shoes instead if a first aid kit |
| 24 | FD6C-4DD4 | Start with a monster potion |
| 25 | F46C-4DD4 | Start with a ghost potion |
| 26 | F06C-4DD4 | Start with a random potion |
| 27 | FA6C-4DD4 | Start with a pandora's box |



28	F36C-4DD4	Start with a skeleton key
29	4D6C-4DD4	Start with a decoy
30	DD39-34D4	Infinite special items—except keys and random potions
31	DD3F-1DD4	Infinite keys once you have at least one
32	DBEC-4704	Package of 99 squirtgun shots worth 999
33	BBE8-44D4	Package of 20 Soda pop cans worth 99
34	BBE8-4464	Package of 20 tomatoes worth 99
35	BBE8-4FA4	Package of 5 bazookas worth 999
36	DBEF-1F04	Each first aid kit worth 9 on pick up
37	DBED-1FA4	Each key worth 9 on pick up
38	D965-4464	Start with 1/2 health
39	D921-1DD4	Continue with 1/2 health
40	3C20-4D0D	Infinite health



FOR CODES 41 AND 42, YOU DON'T GET THE BONUS FOR RESCUING ALL VICTIMS. IF ZOMBIES EAT 1 VICTIM, GAME IS OVER

41	DF63-14DF	Only 1 victim to rescue per level
42	BAA1-44A4	Can advance to next level after getting 1 victim
43	D46E-1D0F	Start on level 2
44	D76E-1D0F	Start on level 3
45	D06E-1D0F	Start on level 4
46	D96E-1D0F	Start on level 5
47	D16E-1D0F	Start on level 6
48	D56E-1D0F	Start on level 7
49	D66E-1D0F	Start on level 8
50	DB6E-1D0F	Start on level 9
51	DC6E-1D0F	Start on level 10
52	D86E-1D0F	Start on level 11
53	DA6E-1D0F	Start on level 12
54	D26E-1D0F	Start on level 13
55	D36E-1D0F	Start on level 14
56	DE6E-1D0F	Start on level 15
57	FD6E-1D0F	Start on level 16
58	FF6E-1D0F	Start on level 17
59	F46E-1D0F	Start on level 18
60	F76E-1D0F	Start on level 19
61	F06E-1D0F	Start on level 20
62	F96E-1D0F	Start on level 21
63	F16E-1D0F	Start on level 22
64	F56E-1D0F	Start on level 23
65	F66E-1D0F	Start on level 24
66	FB6E-1D0F	Start on level 25
67	FC6E-1D0F	Start on level 26
68	F86E-1D0F	Start on level 27
69	FA6E-1D0F	Start on level 28
70	F26E-1D0F	Start on level 29
71	F36E-1D0F	Start on level 30
72	FE6E-1D0F	Start on level 31
73	4D6E-1D0F	Start on level 32



74	4F6E-1D0F	Start on level 33
75	446E-1D0F	Start on level 34
76	476E-1D0F	Start on level 35
77	406E-1D0F	Start on level 36
78	496E-1D0F	Start on level 37
79	416E-1D0F	Start on level 38
80	456E-1D0F	Start on level 39
81	466E-1D0F	Start on level 40
82	4B6E-1D0F	Start on level 41
83	4C6E-1D0F	Start on level 42
84	486E-1D0F	Start on level 43
85	4A6E-1D0F	Start on level 44
86	426E-1D0F	Start on level 45
87	436E-1D0F	Start on level 46
88	4E6E-1D0F	Start on level 47
89	7D6E-1D0F	Start on level 48
90	746E-1D0F	Start on bonus level Son of Dr. Tongue™
91	776E-1D0F	Start on bonus level Day of the Tentacle™
92	706E-1D0F	Start on bonus level Someplace Very Warm™
93	796E-1D0F	Start on bonus level Curse of the Pharaohs™
94	716E-1D0F	Start on bonus level Mushroom Men™
95	756E-1D0F	Start on bonus level Cheerleaders vs the Monsters™
96	7F6E-1D0F	Start on credit level Monsters Among Us™

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NBA Jam™ Game for Super NES™

1	BBC-0F6F	Visitor's baskets worth 1
2	34CC-0F6F	Visitor's baskets worth 2
3	30CC-0F6F	Visitor's baskets worth 3
4	39CC-0F6F	Visitor's baskets worth 4
5	35CC-0F6F	Visitor's baskets worth 5
6	36CC-0F6F	Visitor's baskets worth 6
7	3CCC-0F6F	Visitor's baskets worth 7
8	3ACC-0F6F	Visitor's baskets worth 8
9	BBC6-A7AF	Home's baskets worth 1
10	34C6-A7AF	Home's baskets worth 2
11	30C6-A7AF	Home's baskets worth 3
12	39C6-A7AF	Home's baskets worth 4
13	35C6-A7AF	Home's baskets worth 5
14	36C6-A7AF	Home's baskets worth 6
15	3CC6-A7AF	Home's baskets worth 7
16	3AC6-A7AF	Home's baskets worth 8
17	D8E7-C4A8	All players have super dunk ability
18	D6E1-CF38	All players have infinite turbo
19	D6E9-CD18	All players always "on fire"
20	D8ED-C418	All players have super interception ability
21	D6E5-C718	"Juice" mode
22	D6E4-CD08	Shot success percentages displayed for non-dunk shots
23	D4BD-3038 + D4BA-C948	Only need 2 baskets to be "on fire"
24	D0BD-3038	Need 4 baskets to be "on fire"
25	D9BD-3038	Need 5 baskets to be "on fire"
26	D1BD-3038	Need 6 baskets to be "on fire"

27	D5BD-3038	Need 7 baskets to be "on fire"
28	D6BD-3038	Need 8 baskets to be "on fire"
29	DBBD-3038	Need 9 baskets to be "on fire"
30	DCBD-3038	Need 10 baskets to be "on fire"
31	D4BD-3038	Need 2 baskets to stay "on fire" until an opponent goes "on fire"

32	DDE1-3C2A	Turbo bar never goes up (until next quarter)
33	D3E1-3C2A	Turbo bar restores very slowly
34	F9E1-3C2A	Turbo bar restores much slower
35	F2E1-3C2A	Turbo bar restores slower
36	0DE1-3C2A	Turbo bar restores faster
37	9DE1-3C2A	Turbo bar restores much faster
38	6FE1-3C2A	Turbo bar restores extremely fast

39	D0E9-38FA	Turbo drains very slowly
40	D6E9-38FA	Turbo drains slower
41	FDE9-38FA	Turbo drains slightly slower
42	44E9-38FA	Turbo drains slightly faster
43	42E9-38FA	Turbo drains faster
44	76E9-38FA	Turbo drains very fast

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Super Metroid™ Game for Super NES™

- 1 DD38-CA48 Skip intro and start on Planet Zebes when starting a new game
- 2 DDCf-4461 + 6DCC-47A1 Select area when loading a game (press right on map screen to select)
- 3 C225-3005 No energy loss from enemies
- 4 C22A-456D Super jumps don't drain energy
- 5 C288-CSA7 Almost infinite missiles
- 6 C28A-C9D7 Almost infinite super missiles
- 7 3CA4-450D Almost infinite super bombs
- 8 62C5-14A6 Start with hyper gun in inventory

SAVE GAME MODIFICATION CODES (9 THRU 57) ONLY WORK FOR SAVED GAME "A." A SAVED GAME MUST ALREADY EXIST—DO NOT TRY ON A NEW GAME

- 9 FA68-4760 + DD6A-C7DF MASTER CODE—MUST BE USED WITH CODES 10 THRU 57
- 10 E7D7-FAAD + DFD7-FA6D Start with about 500 energy tanks
- 11 88D7-FAAD + D4D7-FA6D Start with about 700 energy tanks
- 12 35D7-FAAD + D7D7-FA6D Start with about 1000 energy tanks
- 13 CED7-FAAD + D0D7-FA6D Start with about 1200 energy tanks
- 14 28D7-FAAD + D9D7-FA6D Start with about 1500 energy tanks
- 15 DCD7-F26D Maximum missiles=10
- 16 FBD7-F26D Maximum missiles=25
- 17 7AD7-F26D Maximum missiles=50
- 18 08D7-F26D Maximum missiles=75
- 19 10D7-F26D Maximum missiles=100
- 20 52D7-F26D Maximum missiles=125
- 21 81D7-F26D Maximum missiles=150
- 22 CED7-F26D Maximum missiles=175
- 23 A6D7-F26D Maximum missiles=200
- 24 D9D7-F36D Maximum super missiles=5
- 25 DCD7-F36D Maximum super missiles=10
- 26 FBD7-F36D Maximum super missiles=25
- 27 7AD7-F36D Maximum super missiles=50
- 28 D9D7-FE6D Maximum super bombs=5
- 29 DCD7-FE6D Maximum super bombs=10
- 30 FBD7-FE6D Maximum super bombs=25
- 31 7AD7-FE6D Maximum super bombs=50

- 32 DDD0-FE6D Set hours played to 0 (for better ending)
- 33 FDDF-F2AD Add charge beam
- 34 DFDf-F26D Get wave beam
- 35 D7Df-F26D Get ice and wave beams
- 36 D5Df-F26D Get ice, wave, and spazer beam
- 37 DEDf-F26D Get ice, wave, spazer, and plasma beams
- 38 DDDf-FA6D Add ball
- 39 D9Df-FA6D Add ball and varia suit
- 40 D5Df-FA6D Add ball, varia suit, spring ball
- 41 45Df-FA6D Add ball, varia suit, spring ball, gravity suit
- 42 4EDf-FA6D Add ball, varia suit, spring ball, screw attack, gravity suit

- 43 FDDf-FAAD Add bomb
- 44 6DDf-FAAD + 6DDf-FA0D Add X-ray
- 45 ADDf-FAAD + ADDf-FA0D Add X-ray and grapple
- 46 BDDf-FAAD + BDDf-FA0D Add X-ray and bomb
- 47 2DDf-FAAD + 2DDf-FA0D Add X-ray, grapple, bomb
- 48 FEDf-FAAD Add bomb and hi-jump boots
- 49 7FDF-FAAD Add bomb, hi-jump boots and speed boots
- 50 77Df-FAAD Add bomb, all boots
- 51 E7Df-FAAD + E7Df-FA0D Add all boots, bomb, grapple, X-ray
- 52 EED9-93DD Crateria is already mapped out
- 53 EED9-930D Brinstar is already mapped out
- 54 EED9-936D Norfair is already mapped out
- 55 EED9-93AD Wrecked ship is already mapped out
- 56 EED9-9EDD Maridia is already mapped out
- 57 EED9-9E0D Tourian is already mapped out

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